DOCUMENT RESUME

ED 477 764 IR 058 697

TITLE	Tsunami Summer! 2003 Young Adult Summer Library Program.
INSTITUTION	Alabama Public Library Service, Montgomery.
PUB DATE	2003-00-00
NOTE	45p.
AVAILABLE FROM	For full text: http://www.apls.state.al.us/webpages/services/Childrens/Slp/2003/YAManual2003.pdf/ .
PUB TYPE	Guides - Non-Classroom (055)
EDRS PRICE	EDRS Price MF01/PC02 Plus Postage.
DESCRIPTORS	*Adolescent Literature; Adolescents; Library Planning; *Library Services; *Public Libraries; *Reading Programs; Secondary School Students; State Programs ; *Summer Programs
IDENTIFIERS	Alabama

ABSTRACT

This manual is designed to assist public libraries in Alabama with setting up "Tsunami Summer!," a summer program for young adults, i.e., students in grades 6 through 12. The manual contains the following sections: (1) Publicity and Promotion; (2) Working with Schools; (3) Involving the Students, including teen volunteers, teen advisory councils, and junior friends groups; (4) Program Ideas--themes include "Extreme Water Sports," "Survival on the Water," "Sailing Away," "Deserted Islands," "Underwater Worlds," "Famous Sailing Stories," "Cruising on the Water," and "Fantasy Islands"; (5) Displays, including bulletin boards, books and materials, display cases, and large displays; (6) Bibliography; (7) Webography; (8) Movies, Music, and More; (9) Programming Sources; (10) Clip Art; (11) Key to Games; and (12) Bookmark, i.e., a sample bookmark that can be copied onto card stock for distribution. (MES)

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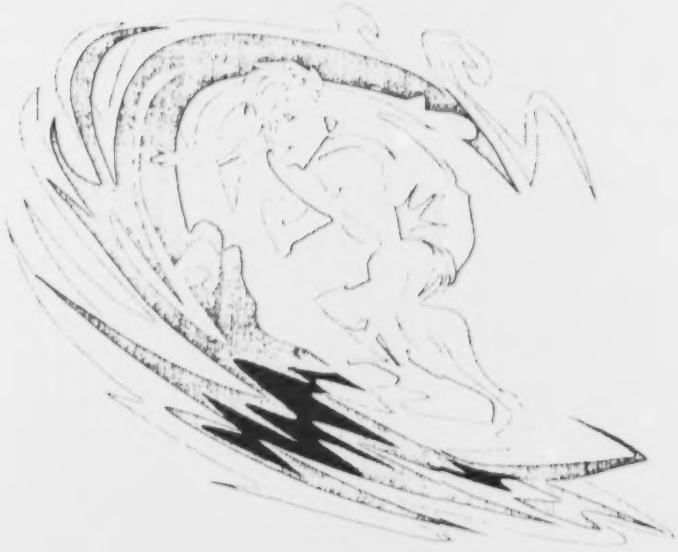
ED 477 764

Tsunami Summer!

2003
YOUNG ADULT
Summer Library Program



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tsu na mi (su:nami:) *n* an immense wave of unequaled force:
TIDAL WAVE

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By a high star our course is set,
Our end is Life. Put out to sea.

LOUIS MacNEICE "Thalassa" 1964

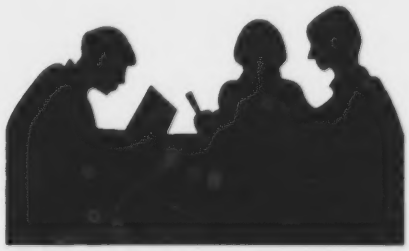
INTRODUCTION

Young Adult (YA) programming can be an exciting part of a public library's summer activity program. This manual is designed to assist libraries with setting up such a program. The following YA program complements the children's program "Books Ahoy", but is specifically designed for the interests and needs of students in sixth through twelfth grades. It consists of eight weeks of programming (the average summer program) but can be adapted to be a year's worth of programming if a library so desires.

These eight weeks of programming are supported by the Bibliography and the Webography. There are many organizations or groups that can support the weekly programs by providing programming, speakers, and/or materials. They are listed under "Programming Sources" in the Table of Contents.

Be sure to involve the students themselves in the planning and implementation of your programs. Under the section on "Involving the Students" you will find some great ideas for how to create tasks the teens can take care of and some tips on how to listen to teens (a fine art) when you are making your plans.

Take the time to get to know your young adults and you will find them returning and bringing their friends. Try to remember that they deserve as much attention as the younger children do but they want the respect of an adult. And don't give up if you can't get large numbers, keep programming! Eventually they will come.



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PUBLICITY AND PROMOTION

One of the most important things to remember when promoting programming for young adults is that you have to go directly to them in order to get them interested. Careful thought must be given to where they "hang out", not just physically, but metaphorically. They "hang" in chat rooms and on certain sites on the Internet. They listen to specific types of music, but have different tastes, so there may be several FM stations that are popular. They do NOT listen to AM stations. They watch only the "cool" channels on the TV like the "Comedy Channel" and "FOX"; most local television stations are NOT what they watch.

Try posting information at the middle and high schools, ball parks, Karate studios, favorite eating hangouts, and the movie theatre. If possible ask the local school superintendent's office how many students are enrolled and ask permission to send home materials. Keep in mind that timing is crucial, too early they may get thrown away and forgotten, too late and they may not be handed out at all. Ask the local radio studios if they will do promos with the teens themselves recording the message. If so, then recruit some reliable teens to rehearse and record the promo.

Do make sure the newspapers are aware of the activities at your library and suggest that they participate in some way. The local papers might even be interested in a regular feature if there is anyone on the staff or any reliable teen that could provide articles. They may also allow you to send out flyers in the paper. Or if there is a local coupon mailer find out if they will let you advertise in their mailings. And be sure to keep an updated Web page for your library. This is a must if you have the capability. Create a separate site from the other children's activities for the young adults. Teens want to feel independent.

If you produce a calendar of library activities highlight the Young Adult activities so that they are noticeable. Bookmarks are a great way to advertise, but remember to list a contact person and number for patrons to call if they have questions.

And talk, talk, talk about it! Everywhere you go tell people what you are doing.

WORKING WITH SCHOOLS

Teens need to feel that they can relate to the adults with whom they are in contact. For any programming at the library to be successful the students need to know ahead of time just what they will encounter. They are skeptical and suspicious by nature. An excellent way to relieve their anxiety is to meet them on their own "turf". Booktalking is one way that the librarian can approach them and it is an excellent way to introduce the summer program. Make plans well in advance though, because the end of the school year is full of last minute catching up and testing.

Get to know the School Media Specialists in the area. They can do the promoting for you. Try inviting them to "tea" at the library and let them know what is going on. Or send them letters asking for their support and ideas. Involve them in the activities as volunteers if you can. This is another excellent way to help the teens feel comfortable, by having a familiar face available. Point out that it is beneficial to both the public library and the school library to support each other's efforts. But be sure to reciprocate in some way during the school year.

If the schools have their own Web sites ask them if they will advertise the program for you. Find out if the area schools have a PTA newsletter. They may be willing to let you submit an announcement. And try to get an invitation to the PTA meetings at the end of the school year in order to make a pitch to the parents. These are also "plan well in advance" ideas because of band and choral concerts, etc.

Sometimes schools make community announcements in the morning over their intercom systems. Ask the principals if they will announce the summer programs the last week of school, or if they will let you or a trusted student announce them. Also, check and see if they have bulletin board space that they will let you decorate.

Most of all try to be visible at the schools as a volunteer whenever possible, even if you don't have children of your own enrolled. The kids need to see you as much as possible and this gives you the perfect opportunity to talk about what you are doing.

INVOLVING THE STUDENTS

TEEN VOLUNTEERS

One of the best sources of volunteer help is readily available. Young adults quite often are bored and miserable in the summer with nothing to do and are just waiting for someone to ask them for help. Don't wait for them to volunteer on their own because that won't happen! And the last thing you want is a balking, sulking teen whose parent has forced him/her to volunteer. Try to recruit if you can.

Volunteers can be used for shelving and/or reading shelves in the youth areas. However, if you choose to implement this kind of volunteer program, make plans for a thorough orientation before they begin. Designate a specific day and time and be firm about them letting you know when they cannot work. Usually two to four hours is a good amount of time. Any more and they get bored and restless, any less and they get little accomplished. Schedule them one at a time and stress that they are there for "work time" and that they can visit with friends before or after.

Students usually love to be included in on craft activities. Have them do all the preparatory work such as cutting, coloring, and/or counting. They are also very creative so invite their ideas and use some of them.

Theatrics are important to this age group. Reader's theatre, puppet shows, and creative dramatic activities could be led by student volunteers. There are many sources for these type activities on the Web Even though they are for younger children, Jan Brett includes them on her Web site, www.janbrett.com. These can be adapted for older kids. Encourage the local Girl Scouts or Boy Scouts to participate by doing some programming. There may be a Scout needing to do a community project or a final achievement towards her Gold Award or his Eagle Scout Award that would be willing to build and implement a puppet theatre for the library.

Remember to praise the student volunteers constantly. As their self-esteem improves so will their commitment and quality of work.

TEEN ADVISORY COUNCILS AND JUNIOR FRIENDS GROUPS

The purpose of a Junior Friends Group or a Teen Advisory Council or Board is to help advise the librarians. Such groups can help by recommending programming and materials that are currently popular with them and their peers; by providing support by volunteering their time for special activities and projects in the library; and by acting as liaisons between the library and the schools and the community. Members can be recruited through the public and private middle and high schools, and through the homeschool community. It is a good idea to try and get an even balance of students from all these groups. Junior Friends and Teen Advisory Councils can help plan and implement summer programming by assisting in crowd control, craft activities and by designing and decorating the library.

PROGRAM IDEAS

EXTREME WATER SPORTS

Para Sailing, Surfboarding, Scuba Diving, Snorkeling, Wave Running, Water Skiing, Wind Surfing

1. Contact a local sporting goods store and find out if they will bring in equipment and give instructions on how to use it. Inquire about videos also, sometimes they have them. Also, sometimes local law enforcement has a diving rescue team that may be available to speak.

2. Find out if members of a local sports team or individual local sports "celebrities" will come talk about their sport.

3. ***Portrait Board.*** Make a "portrait board" with a muscled scuba diver (cut a hole out for the face) or a female surfboarder and take photos of the kids.

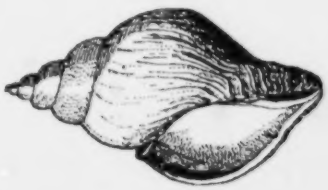
4. Do a program on the history of the bathing suit and other attire (expect laughter) and show either photographs or examples if you can locate them. Contact a local department store and have a fashion show of beach attire as part of the program.

5. ***Beach Party.*** Host a "beach party" on the library grounds and entertain the students with games such as beach ball volleyball, beach blanket bingo, or building sandcastles (give a prize for the best one.)

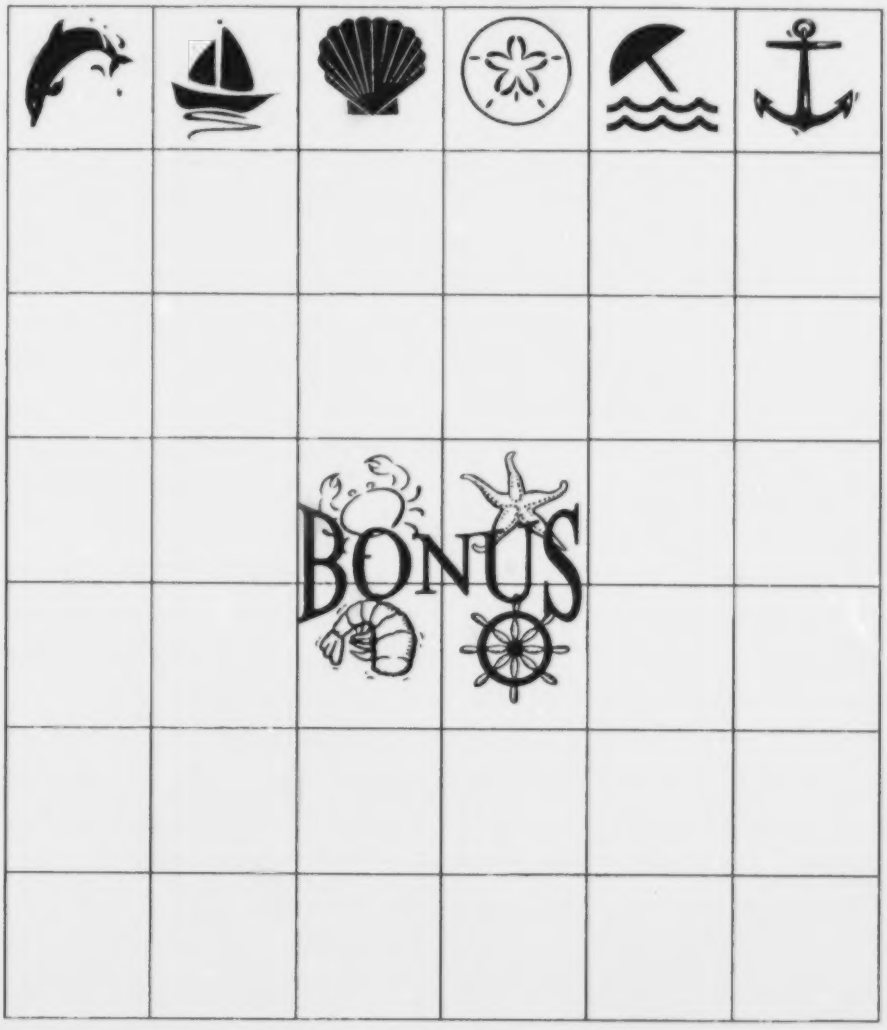
Beach Blanket Bingo

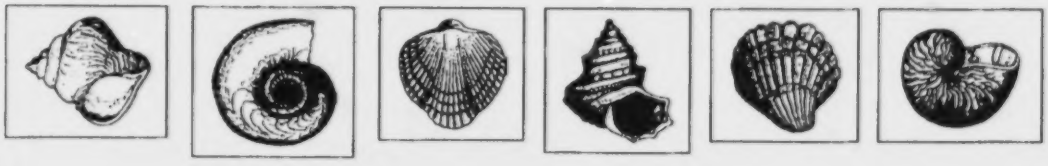
You will need:
cards, "shells", prizes
Object of the game:
To win - place the shells on the board and get a BINGO either by filling a complete card, or by column, or diagonally. After copying the card, numbers should be added to the spaces. No two cards should be alike. Call out by picture then number (i.e. "sand dollar – 12").

Note: Supply companies such as Oriental Trading have great beach related prizes.



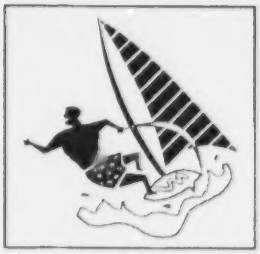
BEACH BLANKET BINGO





Extreme Water Sports Word Find

P D N S Q M E J S N W V U Q Q
F Z I F A P O N B E I C J T D
U R A V O I O L T Y O K W S U
Z A U R E R L S A Q L G H U D
H U I S K M U I K L G N I N J
K K G L E I A S N N S I T A Q
S G I A T T R S I G B D E M G
K N U H K X I V T V X R W I L
G K O L H M I K A E V A A C I
L A E L I D P M H L R O T O A
A Y L L A F E E R F A B E S S
P A P B I K S T E J N F R V A
U K U V W A K E B O A R D E R
P C R I A V T B L Y F U H Y A
S R A F T I N G D V Y S N V P



divemaster
freefall
jetski
kayak
kitesurf
parasail
rafting
sailing
scubadiving
ski rope
slalom
snorkling
surfboarding
tsunami
wakeboarder
wetsuit
whitewater

Scuba Diver's Biggest Fear

Crypto Code

E N E E N

I G V V K P I V J G D G P F U

SURVIVAL ON THE WATER

Boating Safety, Planning and Preparation, Signals, Survival Games, Water Safety

1. ***Library Survivor ScavengerHunt Game.*** The teens need to use their library skills but there is a lot of silliness and fun mixed in the process. Complete instructions on the Internet: http://www.cplrmh.com/survivor.html

2. ***Swamp Crossing.*** Teams cross an alligator infested swamp. Divide group into three teams of six (or whatever works). Each team gets five (5) stepping stones per team to get across the swamp. The team must figure out how to get all of their teammates across. They can have only one body part on a stone at a time. When a team member loses their balance and a foot goes into the swamp, that foot is tagged with red tape and not allowed to be used again. If someone falls into the swamp, the entire team must start over. Use 12"x12" cardboard pieces painted like stone for the stepping stones. Indoors, tape off a swamp area at least 8 feet wide. Outdoors, use a volleyball pit. This is a really good team building exercise.

3. Contact the local Coast Guard, Rescue Squad, Sheriff's office, or other agency that serves as safety advisors on boating and local waterways. Ask them to do a presentation about water safety stressing tips for teens especially concerning accidents on the water. Note videos or materials that can be made available to teens.

4. ***Reading Survival Kit.*** Prepare a game board using various survival items - fresh water, flashlight, batteries, matches, radio, first aid box, etc. Set a goal of minutes read or pages read for each step/station. A completed game board can then be rewarded by entitling the reader to an entry for a raffle drawing (maybe a real survival kit for when the power goes off).

5. ***Travel Log.*** Test your skills with this game. Find a map of an area unfamiliar to your players. Photocopy it for everyone. On each map, use a red pen to circle a starting point - the same for all players. Have the players place their pens on the starting point. Then give directions from the starting point leading to a secret destination, on step at a time, without naming any of the streets, towns, and so on. Use such directions as "Take the first left," "Go three-fourths of a mile and make a U-turn," "Cross the second river and head west," and so on. When, according to your directions, the players reach the secret destination, have them hold up their maps and see if they arrived at the correct place. Award prizes, if any. Distribute a new set of maps and play again. Variation: Instead of one person calling out directions, have each player take a turn giving directions, then compare maps at the end to see if everyone ended up in the same place. *A more difficult variation would be island hopping in the South Pacific Ocean using longitude and latitude.* (see also p.20)

6. Study the different methods of signaling on the water. Practice Morse Code with tapping and with lights to see if partners or teams can "get the message". Find out about nautical signal flags and allow teens present to create their names in the colorful flags using felt or squares of colored cloth. Tack the flags to a line to allow for display. (Teens often like to display names or messages in their rooms at home.)

7. Give teens the following assignment: "Your ship is sinking and you have 30 minutes to find the things necessary for your survival and get into the lifeboat that is headed for the uncharted island that appears to be your only hope for land. Each person will be given one backpack and must fill it and hurry back to the boat within the next 30 minutes or be left to go down with the ship."

   What will your team collect from the following places:
   The ship's kitchen or "galley"?
   The ship's library?
   The ship's infirmary?
   The ship's gymnasium?
   The ship's workshop?
   Where else would you look and what would you take?
   What would be your most important personal possession that is sure to be with you and would be important to you that it be saved?

   Note: Limit items by number, but it must fit in the backpack or it cannot be taken in the lifeboat.

Jan Brett's Maritime Flag Activity Page

http://www.janbrett.com/piggybacks/flags.htm

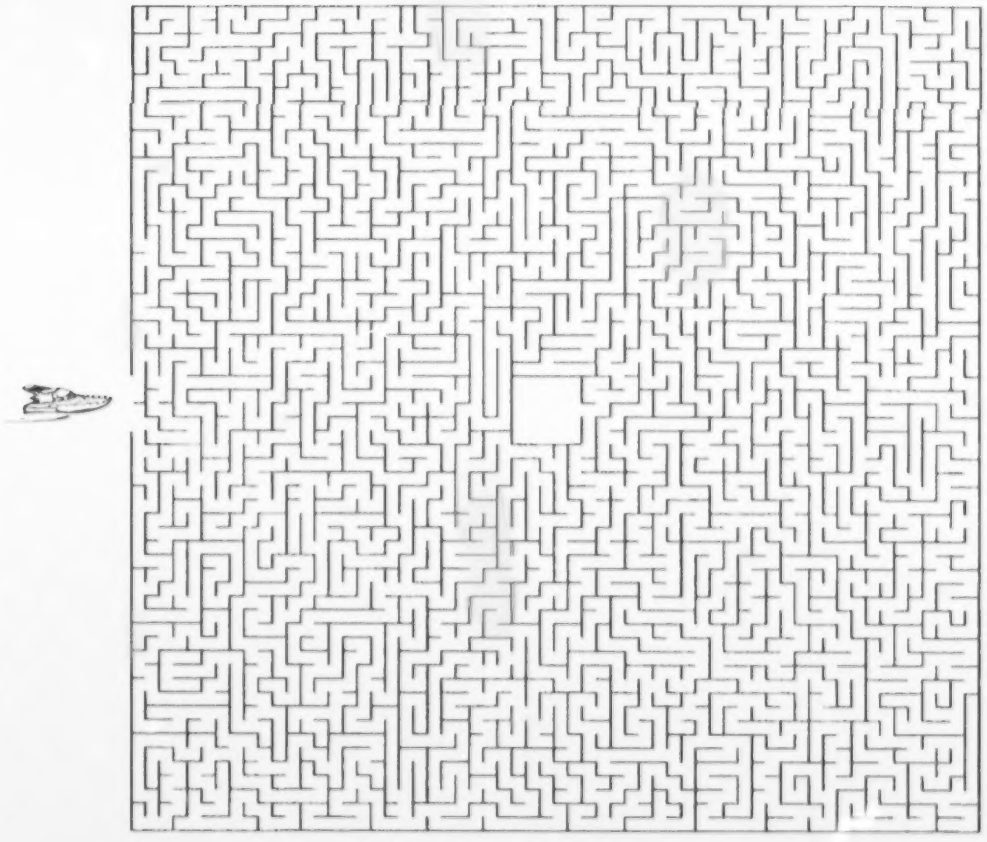
Semaphore Flag Activity Game

http://home.online.no/~lawford/xrl/semaphore-kids.htm

Wallaby Navagator Game

http://www.wallaby.co.uk/no-frames/light-relief/nav.html

Danger on the High Seas Maze



Try to find your way from one side to the center. This game can be handed out individually or done as part of a program activity. If it is part of a program tell the students that they are in a small craft and that a terrible storm has come up. The center is the "eye" of the storm and they must make their way through the waves to the center to survive. This could be timed or worked out by teams. Give them plenty of time to "navigate" the "channel". This is very difficult!

SAILING AWAY

Boats and Ships, Knots, Sailing as a Sport, Sailing Terms, Sailors

1. ***Rope Tying***. Purchase rope from your local hardware store. Give instructions on knot tying. Allow the YA's to practice tying (and untying) various knots. Be sure the lengths are appropriate. Natural rope is easier to tie than nylon. Instructions for tying can be found at http://www.realknots.com/knots .

2. ***Origami Boats***. Have an origami boat making and sailing competition. Provide instructions and materials for the construction of origami boats. Provide a long tub of water and straws for the races. YA's will blow their sails across the water. Instructionss for making the boats can be found at http://mitglied.lycos.de/jkoeller/paper_ship.htm

3. ***Regatta Races***. The Boy Scouts of America have patterns and instructions on regatta racing. Check with your local BSA Council for information. Some councils have their own "troughs" and they can provide information on how to purchase the boats. Cub Scout or Boy Scout leaders in the area may have experience and can be the judges, etc. An example is: http://www.pack1421.org/regatta/

4. Purchase cloth for a sail and allow the YA's to paint the cloth for your library. Heavy muslin is best. A white tablecloth would be easy and already hemmed.. Fabric Paint will work well. Decide what kind of sailing ship/boat you want to display but allow the YA's to pick the theme and name of it. Make a cardboard "hull" and attach the sail(s). Or make flags and place them on a bulletin board.

5. Create messages for the YA's to solve using the Nautical Alphabet (Flag Code) or let them create their own messages. It can be located at http://octopus.gma.org/Tidings/snailtale/flags.html or see *Signal Flags* under **Webography**.

What does this spell in the Nauticall Alphabet (Flag Code)?

(Hint: see Webography for Signal Flags)

DESERTED ISLANDS

Castaway Stories, Rafting Stories, Messages in a Bottle, Cannibals, Pirates

1. ***Treehouse Designs.*** Using Swiss Family Robinson talk about being shipwrecked and how to build the perfect "treehouse". Give students materials to design their own.

2. ***Shipwreck Scavenger Hunt.*** Compose a list of famous shipwrecks and a group of five general questions. Divide the group into teams and set a time limit telling the teens to find the information about a predetermined number of the wrecks. (Set the limits based on time and sources available.)

3. ***Library Survivor Island***. Have the YA's divide into two "tribes". Use *Trivial Pursuit* style questions and simple and safe physical challenges. Ideas for challenges may be standing on a chalk line for as long as you can, hold your hand on a dictionary as long you can, or stand on one leg, etc. The team with the most points wins.

4. If you were shipwrecked on a deserted island what are the top 10 things you couldn't live without? List the top 10 CDs, books, DVDs, games, food and drink, people or pets you would "need" to survive. Or have them list the 10 books they would want to have with them on a that would be interesting or best to have over a long time, not necessarily their favorites. They must educate, entertain, and enlighten. They must be good companions through a period of years, or maybe even decades.

5. ***Build a raft.*** Provide the YAs with natural materials to "build" a raft. You will need paper and pencils to "design" them, sticks, straws, toothpicks, or whatever that can be tied and floated, string or dental floss (this works well with water), and something to hold water so that the finished product can be floated.

6. Have the teens write a distress message to be placed in a bottle. They must address it to their favorite celebrity or hero. The object is to write something to convince a perfect stranger why that person should stop what they are doing and go rescue someone they don't know. Then read them aloud. They have to use persuasive language and be creative about this.

7. ***Cannibal game.*** Divide the teens into two teams. One team is the "castaways" the other team is the "cannibals". Give them each bandanas to tie on their heads or around their necks so that you can tell each team from the other (example: blue for castaways, red for cannibals). The object of the game is to "outlast" the other team. Conduct this game as you would a spelling bee. Ask questions about famous stories and characters from literature about sailing or shipwrecks such as Robinson Crusoe, Gulliver, The Wreckers by Iain Lawrence, or Treasure Island. The team that gets the most correct answers wins.

8. Present a program on famous pirates and their personal "Jolly Rogers". Have the students design their own. For more information about pirates see: http://victorian.fortunecity.com/manet/394/page24.htm

UNDERWATER WORLDS

Creatures of the Deep, Monsters of the Deep, Fantasy Creatures, Aquariums, Underwater Living and Sailing, "20,000 Leagues Under the Sea", Lost Underwater Worlds, Underwater Treasure

1. Have a design contest to create an underwater vehicle or living space. Display submarine books. Monitor & Merrimac, 20,000 Leagues Under the Sea, Hunt for Red October, etc.

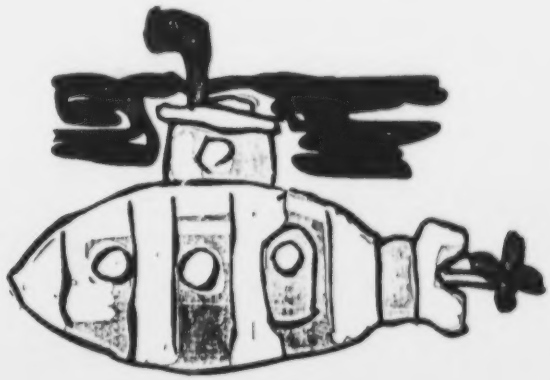
2. Have an art event: What do ***you*** think it looks like? Provide a list of undersea fantasy creatures. Cut into individual names and place in jar (or basket or whatever) so that the participants can randomly draw one to illustrate.

3. Have a reading contest based on equipment or skills needed to survive underwater. The more you read, the more equipment and skills you earn. (A gamesheet based on the number of minutes read - a 4 to 5 hour goal - is very achievable.) See the Internet interactive game "What if we lived underwater?" at http://www.gridclub.com/have_a_go/what_if/lived_underwater/bb_intro.shtml

4. Have a food feast from the sea. Find those seafood recipes from your 641 shelf. Have a variety to try and a couple to make and taste on the spot. For example: tuna salad - mix the standard mayonnaise and sweet relish, then try it with dill chips or mix in pineapple, grated carrot, diced onion, and or boiled egg. Try making Sushi such as kelp sheets with rice. (Find the kelp or seaweed sheets at an oriental grocery.) Prepare a recipe booklet giveaway.

5. Invite a speaker from a local fisherie, aquarium, or a conservation officer to come talk about underwater life in Alabama's rivers and streams or the Gulf. Or invite a local pet store owner that specializes in aquatic pets to come talk about how to take care of a home aquarium.

6. Show a documentary film about the discovery of underwater worlds or wrecks such as "Hawaii Underwater" (1999, VHS/DVD,Amazon.com), or "Searching for Lost Worlds: Atlantis: Mystery of the Minoan" (1999, VHS, Amazon.com).



Undersea Fantasy Creatures

Alkali or Walgren Lake Monster
Bear Lake Monster
Champ, the Lake Champlain Monster
Creature from the Black Lagoon
Flathead Lake Monster
Great Silver Lake Sea Serpent
Hippoiathanator, the Immortal Horses
Mermaids and Mermen
Neptune
Nessie, the Loch Ness Monster
Ogopogo
Poseidon
Rinjin (or Ryujin), an ancient Chinese dragon
Slimey Slim of Lake Payette, Idaho
Tarasque, a Middle Ages water dragon who terrorized a local village
White River Monster

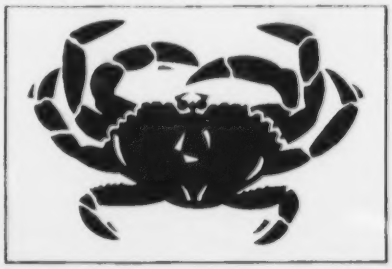
Suggestions: do a little research and create a "match the name to the creature" game, or have the students look for descriptions or illustrations of the creatures.

Food Feast Ideas

This is more difficult when you are focusing only on food from the sea. So be creative. Generally, if possible, tie the food to a book - YA, juvenile, or adult. Example: Pan-fried fish from *The Little House Cookbook* by Barbara M. Walker. If there is not a direct mention in a book, match the food to a country and the country to a book or author or author's heritage. Example: Salmon croquettes for Gary Paulsen's books set in Alaska. Many graphic novels are produced in Japan which is an appropriate hook for seaweed wrapped rice balls. (Kelp or seaweed sheets are available from an oriental grocery. Easy sampler: spoon of rice with an inch square of the seaweed on top. Just a little adds flavor.)

Create an atmosphere with: Oil lamps (think blubber), Blowfish lamps, or Capiz shell anything

Foods to make-n-taste on-the-spot
Shrimp salad
Tuna salad - plain and fancy



Ms. Grace's Best Ever Tuna Casserole

1 Family-size can of tuna
1 small can English peas (or ½ lb. grated cheese)
1 can of cream of celery soup (or cream of mushroom soup)
½ cup mayonnaise
½ cup milk
1 small onion, chopped
½ package sea shell macaroni

Cook macaroni according to package directions. Combine all other ingredients in a 2-quart casserole and add cooked macaroni. Cook in 350-degree oven for 45-60 minutes. Serve with green salad and crisp bread for a family meal. Also good cold. Serves 4-6.

Underwater Worlds Bingo

It's a different world down below! Do you have what it takes to survive? Earn survival equipment and skills by reading!

0-100 meters Goggles & Fins	**100-200m** Air Tank & Weights	**200-500m** Lantern & Harpoon	**500-1500m** Personal Submarine	**Very Deep** Remote Camera
Surface Skimmers: In what Dewey number would you find books about fish? Dolphins? Whales?	Read any nonfiction book.	Read a book in the 300s about water pollution.	Your choice: Read a book or watch a movie.	Read any fiction book.
Read a book about dolphins.	Read an article about underwater archeology.	Read a book about water monsters.	Read any nonfiction book.	Your choice: Read a book or watch a movie.
Read an online newsletter about aquariums.	Read a book *OR* watch a movie about mermaids.	Read any Newbery winner with water on the cover.	Read a book about whales.	Watch a film about underwater recovery of treasure.
Read an article about scuba diving.	Read any fiction book.	Watch a movie about whaling.	Find a poem about water, oceans, treasure or fish.	Play "What if we lived underwater?" at: http://www.gridclub.com/have_a_go/what_if/lived_underwater/bb_intro.shtml
Read any Caldecott winner with water on the cover.	Your choice: Read a book or watch a movie.	Read a book about reefs or water biomes.	Watch a movie about a submarine.	Read a book about underwater treasure.

Ways to play:

- Row by row for five weeks.
- Any five in a row - vertical, horizontal or diagonal.
- Three levels of play
    1. Any five in a row
    2. Window frame - the outside squares
    3. Blackout - all the squares

FAMOUS SAILING STORIES

Famous Book Characters, Famous Shipwrecks, Treasure Islands, WW2, The Great Lakes, The Mississippi River

1. ***Summer Sea Treasure Hunt.*** Work alone or in pairs to find these treasures:
   Clues: All treasures can be found in the library. The search is yours! Your discoveries must be returned to the library by: (date, time)
   1.) A picture of an unusual fish. Found in…
   2.) Names of two undersea explorers.
   3.) Five books in the library about the sea.
   4.) A seashell (real, drawing, or photograph).
   5.) An autograph of a person who can swim.
   6.) The scientific name for a sea horse.
   7.) The names of two ships that got lost at sea or sank.
   8.) A worm (real, drawing, photograph, or Gummy).
   9.) Two fish tales (fiction).
   10.) The names of five books with "sea" in the titles (not those in #3, please).

2. ***Shipwreck Party***. Refreshments could include items found on tropical islands. Costumes could be "survivors' attire" (ragged clothes). It could be a theme party that takes its ideas from the time of the shipwreck or piece of literature about a shipwreck. Possibilities could include a Titanic era party, "Gilligan's Island" party, a Robinson Crusoe/Friday party, A Swiss Family Robinson party, or a pirate's party (anyone for walking the "plank" for a party game?) Imagination and creativity can make it lots of fun!

3. ***Raise the Titanic Game***. Like "pin the tail on the donkey" only more fun!
   What you will need: A blindfold, a poster of ocean water with a sea floor, a waterline, and the sky above, Small Titanic replica to hand out with tape on the back (rolled or the double stick kind).
   Instructions: Each student is blindfolded when it is their turn (make sure they are tight!). They must attempt to place the Titanic on the ocean upright and ABOVE the waterline as if it were floating on the surface. Any ships taped on below the line or upside down "sink". Mark the spot where each student places the ship with a sticker and their name (ask their name when they come up and mark the sticker at that time). The results should be hilarious.

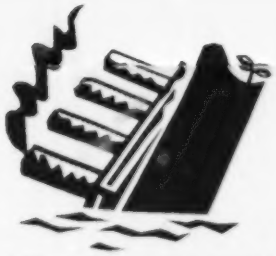
4. ***Shipwreck Scavenger Hunt***. Compose a list of famous shipwrecks (see below) and a group of five general questions. Divide the group into teams and set a time limit telling the teens to find the information about a predetermined number of wrecks. (Set limits based on time and sources available.)

5. Present a program on the sea battles of World War II. Pearl Harbor, the sinking of the Indianapolis to the story of the "Fighting Sullivan" brothers ("The Fighting Sullivans", 1944, VHS, Amazon.com, or "History's Mysteries: The True Mystery of the Fighting Sullivans", VHS, Amazon.com) there are many ideas for programming.

6. ***Secrets of the Mississippi and the Great Lakes***. Explore the writings of Mark Twain or what happened to the *Edmund Fitzgerald.* Learn the history of paddlewheels or the Erie Canal.

Some Famous Shipwrecks

Arizona	Edmund Fitzgerald	Maine
Andrea Doria	Lusitania	Titanic



Shipwreck Scavenger Hunt

Ship's Name	Captain's Name	Date of Sinking	Location Where It Sank	Reason for Sinking	# of Survivors

CRUISING ON THE WATER

Cruise Ships, Yachts, Island Festivals, Foreign Ports, Domestic Ports

1. ***Travel Log.*** Test your skills with this game. Find a map of an area unfamiliar to your players. Photocopy it for everyone. On each map, use a red pen to circle a starting point - the same for all players. Have the players place their pens on the starting point. Then give directions from the starting point leading to a secret destination, on step at a time, without naming any of the streets, towns, and so on. Use such directions as "Take the first left," "Go three-fourths of a mile and make a U-turn," "Cross the second river and head west," and so on. When according to your directions, the players should have reached the secret destination, have them hold up their maps and see if they arrived at the correct place. Award prizes, if any. Distribute a new set of maps and play again. Variation: Instead of one person calling out directions, have each player take a turn giving directions, then compare maps at the end to see if everyone ended up in the same place. *A more difficult variation would be island hopping in the South Pacific Ocean using longitude and latitude.* (see also p. 10)

2. ***Junkanoo.*** Junkanoo is a national festival in the Bahamas that involves elaborate costumes, parades, music and dancing. Each troupe selects a theme for its costumes and members are dressed in variations of that theme. It could be something as archaic as Vikings or as contemporary as astronauts. Junkanoo parades are the biggest at Christmas but are also held in conjunction with other special celebrations such as Independence Day (July 10).
   For more information see: http://www.bahamasgateway.com/junkanoo.htm

3. Invite a travel agent to come and bring posters and flyers on different cruises and what their destinations are. Talk about the places they go and learn about the cultures in those places.

4. Design your own yacht. The following site has basic designs that can be copied and colored, or used as examples: http://www.dixdesign.com/designs.htm

5. Host a program on foreign and domestic ports of call such as Hong Kong, Montego Bay, New Orleans, Mobile, Biloxi, Savannah, or Charleston. Set up tables with food and examples of artifacts from those ports and give each student a "passport", "ticket", and a "souvenir" bag. As they go to each "port" have their passports stamped and give them souvenirs of some sort for their bags. When they finish each student should have a full "goodie" bag. Or do a program on immigration to San Francisco and New York, and what it must have been like.

6. ***Ship Captain game.*** One player is chosen as "captain" and everyone else is part of the "crew". The captain calls out orders and if a player does not follow an order correctly they are then sent overboard.

FANTASY ISLANDS

Fantasy Islands, Island Festivals, Lighthouses, Seashells

1. ***Luau Party***. Host a luau for the YA's- complete with leis, Hawaiian shirts, grass skirts, pineapple drinks, fun food, music and games

2. ***Have a "Fantasy Island" movie marathon***. Feature films such as "Blue Hawaii", "Swiss Family Robinson", "Mutiny on the Bounty", etc. Have movie style candy, popcorn, and drinks for treats (see Movies, Music and More, p. 28).

3. Let your YA's spend the summer on a fantasy island- a great first activity and advertisement for your program. On a bulletin board, draw, paint, or copy a beach scene from clip art. Take photos of YA's in Hawaiian Shirts, straw hats, in beach clothing, sitting in beach chairs, laying on towels, or reading beach books. Cut out the photos and stick on the beach scene.

4. ***Host a Junkanoo Festival***. Junkanoo is a national festival in The Bahamas that involves elaborate costumes, parades, music and dancing. Each troupe selects a theme for its costumes and members are dressed in variations of that theme. It could be something as archaic as Vikings or as contemporary as astronauts. Junkanoo parades are the biggest at Christmas but are also held in conjunction with other special celebrations such as Independence Day (July 10). For more information see: http://www.bahamasgateway.com/junkanoo.htm

5. Some of the best lighthouses in the world are on the coasts of Florida and North Carolina. Get an atlas and give the students the names of the lights. Let them find their locations or look them up on the following web site for more information: http://lighthousegetaway.com. Ask questions such as which is the light that guards the "graveyard of the Atlantic", or which light had a woman "keeper" who took over for her husband who mysteriously disappeared?

6. ***Seashell boxes***. Purchase some seashells and let the students decorate tissue boxes. You will need: shells, small hemp rope, hot glue, wallpaper, double-stick tape, scissors. Instructions: Cover the tissue boxes with the wallpaper using the tape to hold the paper to the box and to secure the ends. With hot glue stick the rope around the top outside edge and the inside "hole" through which you would pull out the tissue. Then glue on the shells to the top of the box. Wallpaper with a shell, fish, or seascape motif looks wonderful as a background to the shells.

7. Create your own fantasy island. Think about what you would have on it- resorts, tropical rainforests?

Your Fantasy Island

Design your own island! If you could have anything you wanted on your very own private fantasy island what would you have? Use the ideas below or create your own.

Cut and paste the pictures below to create your own paradise.

DISPLAYS

BULLETIN BOARDS

Look for materials to promote summer water fun that teenagers enjoy such as posters of actors associated with water sports and water environments. Or use bright, vibrant colors for background and give your board a "waterscape" or "seascape" with cut out sea creatures or sailing themes, then feature book covers, or just titles, from such books as The Wreckers by Iain Lawrence, The Confessions of Charlotte Doyle by Avi, or Walk Across the Sea by Fletcher.

Try decorating the board with nautical or sailing designs. A large canoe can be "loaded" with book jackets, or depict a kayaker on a river with books "floating" by and the title "Don't Let All the Good Books Float Past!" Another sport theme could be "Surf Into a Good Book!" and depict a surfer headed into a book that comes from a wave (see Clip Art).

The riggings of a ship or a fish net would lend itself to interesting board displays.
There are many things you can do with a bulletin board to promote a boating theme. As far as color and pattern, anything can be used. It doesn't have to be blue or green to promote an ocean or boating theme.

BOOKS AND MATERIALS

There are many titles for YAs that deal with life on or near water. The three titles mentioned above are more contemporary but many classic stories have something to do with ships or boats. There are also some great movies based on classics seafaring literature (see Movies, Music and More p. 28).

DISPLAY CASES

If you are lucky enough to have a display case available there are many fascinating things you can do. Sports equipment is a good bet, especially a collection of collector's items from fly fishermen or special events like the Olympics. A local sporting goods store might be willing to do a display for you. There may be someone that has a collection of antique tackle they would be willing to loan for display. Or, if you have the nerve, try borrowing an exotic pet such as a turtle or set up an aquarium for the summer to display.

LARGE DISPLAYS

A kayak, canoe, raft, or buoy lend themselves well for a large display. Equipment such as oars or an anchor, or water lifesaving equipment can be interesting as well as colorful. This kind of display creates an environment where the students can sit around and read or read inside the water craft.

Another interesting display can also give the students an opportunity to participate. Creating a papier-mache lighthouse that the students themselves can help build and paint gives them an opportunity to feel a part of the library.

Try contacting a local taxidermist and find out if you can borrow some mounted fish to display, or there may be a local boat dealer that would be willing to display a craft inside the library.

BIBLIOGRAPHY

Fiction

Bunting, Eve, *SOS Titanic*, Harcourt, 1996, ISBN: 0152002715.

Creech, Sharon, *The Wanderer*, Harpercollins, 2000. ISBN: 0060277300.

Crutcher, Chris, *Whale Talk*, Greenwillow, 2001. ISBN: 0688180191.

Defoe, Daniel, *Robinson Crusoe*, Atheneum, 1983, ISBN: 0684178466.

Fletcher, Susan, *Walk Across the Sea*, Atheneum, 2001, ISBN: 0689841337.

Hemingway, Ernest, *The Old Man and the Sea*, Econo-Clad, 1999, ISBN: 0808519328.

Hesse, Karen, *The Music of Dolphins*, Scholastic, 1996, ISBN: 0590897977.

Lawrence, Iain, *The Wreckers*, Delacorte Press, 1998, ISBN: 0385325355.
The Smugglers, Delacorte Press, 1999, ISBN: 0385326637.
The Buccaneers, Delacorte Press, 2001, ISBN: 0385327366.

McCaughrean, Geraldine, *The Pirate's Son*, Scholastic, 1999, ISBN: 0590203444.

Melville, Herman, *Moby Dick*, Modern Library, 1992, ISBN: 0679600108.

Mikaelsen, Ben, *Stranded*, Hyperion, 1995, ISBN: 0786820594.

Stevenson, Robert Louis, *Treasure Island*, Atheneum, 1981, ISBN: 0684171600.

Swift, Jonathan, *Gulliver's Travels*,

Verne, Jules, *20,000 Leagues Under the Sea*, William Morrow, 2000, ISBN: 0688105351.

Woods, Ron, *The Hero*, Knopf, 2002, ISBN: 0375806121.

Non-fiction

Angus, Colin, *Amazon Extreme*, Broadway Books, 2002, ISBN: 0767910508.

Heyerdahl, Thor, *Kon Tiki*, Econo-Clad Books, 1999, ISBN: 0833513869.

Wade, Mary Dodson, *Tsunami: Monster Waves*, American Disasters Series, Enslow, 2002, ISBN: 0-7660-1786-9.

WEBOGRAPHY

"Chanteys" (or "Shanties" on other sites)**: Work Songs of the Sea** - This webpage was inspired by Hank Cramer's workshop on Sea Songs given at Seattle's FolkLife Festival in 1997 and 1998. http://216.254.0.2/~anitra/chanteys/
(Note: Many Chanteys are bawdy in character but were sanitized for popular culture. The Chanteys on this site sometimes mention liquor and drinking and embarrassing situations with women. It is a peculiarity of the culture of the time. On the other hand, it is just the kind of peculiarity that might pique the interest of a young adult. For instance the KiDiddles website (kididdles.com/mouseum/sotw/sotw980703.html) notes for "What Do You Do With a Drunken Sailor?": "This fun sea chanty might not be your typical 'kids' song, but we've heard tell from many camp counselors and Boy Scout leaders that it's a favorite on their outings." So, NOT for kids, but definitely YA material.)

Conchologist's Information Network - All about shells and the creatures that inhabit them. http://erato.acnatsci.org:80/conchnet/

Deserted Island Adventure - An interactive "choose-your-own-adventure" game designed as a class project. http://www.pschulze.com/mywebj/default.htm

Dictionary of Sea Terms –Sea terminology with definitions, explanations, customs and usages of the terms. http://www.people.fas.harvard.edu/~morris3/DanaSFLex.html

Diving Teens - Learning about scuba diving.
http://www.scuba-doc.com/teens.htm

Dolphin Log - A print and online magazine the explores nature and science around the world. Produced by the Cousteau Society. http://www.dolphinlog.org

Dot Signal Flag – The Flag Code for telegraph operation. http://brasspounder.com:8873/DotCode.html

Fireworks just for you! - Click with mouse repeatedly in black box for an awesome display of fireworks! Librarians: Use as needed for encouragement, celebration, etc.
http://www.maylin.net/fireworks.html

Flag Code (Nautical Alphabet) – *see Signal Flags*

Flag Code (Telegraph) – *see Dot Signal Flags*

Hurricane - Everything you want to know about the great sea storms.
http://www.miamisci.org/hurricane/

International Year of the Ocean – 1998 was the "International Year of the Ocean" and this site has many things to offer such as activities, facts, endangered seals, "adopt a buoy", and student and teacher's pages. http://www.yoto98.noaa.gov/kids.htm

Lighthouses – Information and photographs of lights all over the world with historical information. http://lighthousegetaway.com

Maritime Glossary – The ABCs of maritime words and their meanings. http://www.trans-inst.org/seawords.htm

Monterey Bay Aquarium in Monterey California - Swims with things to do. Newsletter available. http://www.mbayaq.org

Morse Code – Charts and Q-signals for American and International Morse Code. http://brasspounder.com:8873/CodeCharts.html

Nautical Alphabet (Flag Code) – *see Signal Flags*

Ocean Quotes – Great poems and quotations about the ocean and sailing. http://www.ncr.dfo.ca/oceanscanada/newenglish/htmdocs/quotes.htm

The Oceanic Research Group - The Oceanic Research Group "Wonders of the Seas" homepage highlighting different sea creatures with pictures. http://www.oceanicresearch.org/lesson.html

Paper Toys - Paper stuff for kids and grown-ups. Completely free, just print, cut, fold and glue. Model the Mississippi Queen Riverboat. http://www.papertoys.com

Picture Puzzles by Colin - These work just like the little puzzles you used to get at the dime store as a kid. Use when you are stranded on a deserted island… http://www.rahul.net/runaway/puzzles/puzzles.html

RiverResource - All about rivers across the United States. http://www.riverresource.com

Robert's Model Ships and Boats – Ships, boats, flags, dioramas, stamps, restorations, and more. http://www.roberts-model-ships-and-boats.com/main.htm

Sea World - Sign up for LAND, SEA & AIR MAIL. An easy-to-read monthly e-newsletter bringing you classroom activities, current information, and Internet links about animals that live on the land, swim the sea, and soar in the sky. http://www.seaworld.org

Ship Captain - An active group game similar to Port & Sttarboard. One player is chosen as the captain. S/he calls out orders to the rest of the players who are the crew. If a player does not follow an order correctly, s/he is out. http://www.corpcomm.net/~gnieboer/ship_captain.htm

Ships Watch System - Striking the Ships Bell: An explanation of ships bells, watches, and duty rotation. http://www.navyleaguesudbury.com/nlccwatchsys.htm

Signal Flags – Two different sites that list the International flag signals and weather pennants for maritime use. www.trans-inst.org/seawords.htm#signalflags and http://www.usps.org/f_stuff/sigflgs.html

Surf Speak – Poetry for surfers, etc. http://www.magicsurfbus.com/surfspeak.htm

Tennessee Aquarium in Chattanooga Tennessee - Inspiires wonder and appreciation for the natural world. Follow links to other aquariums & sites of interest.. http://www.tnaqua.org/

Tsunami - Everything you want to know about the great waves. http://www.geophys.washington.edu/tsunami/

Virtual Frog Dissection - Learn how to dissect a frog witthout the frog! http://www.itg.lbl.gov/ITG.hm.pg.docs/dissect/info.html

Watches, Bells and Daily Routine - Mr. Collins explainss it all to you: Daily Life Aboard a Vessel. http://members.aol.com/tleighu/dailylif.html

WebSwim - Information on a range of swimming sports iincluding swimmers' biographies, water polo, diving, lifeguarding, synchronized swimming, and Master's clubs. http://www.webswim.com

Wind, Water, and Sails - Website of a person that loves the water. Full of sea and sailing lore and lingo. http://www.mcada.com/index.htm

MOVIES, MUSIC, and MORE
(suitability for young adults varies)

Beach Movies
Beach Blanket Bingo
Big Wednesday
Bikini Beach
Blue Crush
C'mon, Let's Live a Little
Dr. Goldfoot and the Bikini Machine
Endless Summer I & II
Fireball 500
Ghost in the Invisible Bikini
Gidget
How to Stuff a Wild Bikini
It's a Bikini World
Muscle Beach Party
North Shore
Pajama Party
Point Break
Village of the Giants

Shipwreck/Survivor Movies
Black Stallion, The
Blue Lagoon, The
Cast Away
Castaway Cowboy, The
Flipper's New Adventure
Gulliver's Travels
In Search of the Castaways
Island of Lost Souls a.k.a. Island of Dr. Moreau
Jumping Ship
Lord of the Flies
Mutany on the Bounty
Return to Gilligan's Island
Robinson Crusoe
Sea Gypsies, The
Shipwrecked
Six days, Seven Nights
Story of Edward J. Smith, The (a Titanic shipwreck survivor)
Swiss Family Robinson
Tempest, The
Twelfth Night
Utopia (Laurel & Hardy)

Contemporary Song Lyrics
Boat on the River by Styx
http://www.yimpan.com/Songsite/Lyric/index.asp?sid=2599

Brandy by Looking Glass
http://users.cis.net/sammy/brandy.htm

Come Sail Away by Styx
http://www.pyers.com/lyrics.htm

Jonas Psalter by Styx
http://www.lyrics.net.ua/song/38249

Sailing by Christopher Cross
http://www.yimpan.com/Songsite/Lyric/index.asp?sid=3800

The Wreck of the Edmund Fitzgerald by Gordon Lightfoot
http://gordonlightfoot.com/Lyrics/WreckOfTheEdmundFitzgerald.html

Yellow Submarine by The Beatles
http://yellow-submarine-lyrics.gamearea.net/

TV Shows
Baywatch
Fantasy Island
Flipper
Gilligan's Island
Hawaii Five-O
Love Boat
Magnum PI
Miami Vice

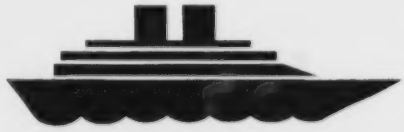
PROGRAMMING SOURCES
(Entertainers/Presenters for Alabama)

The following are entertainers and presenters of special programs for children. They are listed categorically by region but are willing to travel across Alabama, unless otherwise noted. It is hoped that by dividing them in this fashion libraries will be able to see at a glance what kind of talent they have in their area.

NORTH ALABAMA
(Lauderdale, Limestone, Madison, Jackson, Colbert, Franklin, Lawrence, Morgan, Marshall, DeKalb)

Billie Seales (Storyteller – "Appalachian Folk Tales")
(prefers to travel in North and North Central Alabama only)
(205) 387-9369 (Jasper area)

Mack Vann (Storyteller)
1808 Covewood Drive
Huntsville, AL 35801-1352
(256) 533-4213
www.creekbottomhome.com



Magic Guy Productions
"Skip" Cain
3206 18th Ave.
Sheffield, AL 35660
(256) 389-8794

Russell Gulley (Blues and Folk Magician)
P.O. Box 680543
Ft. Payne, AL 35968-1606
(256) 845-7429
DGULLEY100@aol.com

Sara McDaris (Storyteller)
904 Cleermont Drive
Huntsville, AL 35801
(256) 533-7703

NORTH CENTRAL ALABAMA
(Marion, Winston, Cullman, Blount, Etowah, Cherokee, Lamar, Fayette, Walker, Jefferson, St. Clair, Calhoun, Cleburne)

Anne Bailey (Storyteller – "Wise Word Arts")
1126 26th Street South
Birmingham, AL 35205
(205) 251-2450
1-866-251-2450
wisewordarts@mindspring.com
www.wisewordarts.com

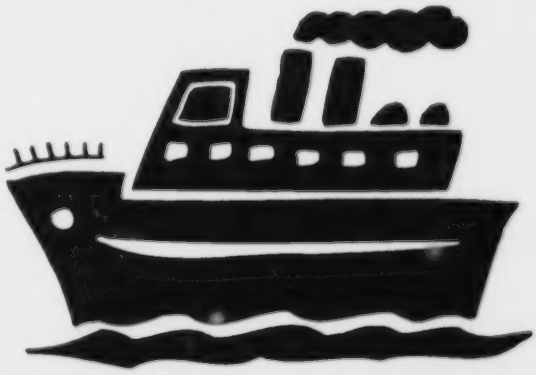
Arch Duncan (Magician)
2225 Chapel Road
Birmingham, AL 35226
(205) 823-6045

Archie Wade (Magical Fun for All Ages)
5950 Peninsula Point
Southside, AL 35907
1-800-551-5023
anmwade@earthlink.net

Be-At Your Best (Drum and Music Extravaganza)
Mark Seymour
45 Myers Circle
Odenville, AL 35120
1-866-242-4824
(205) 640-7175
Markds23@msn.com

Billie Seales (Storyteller – "Appalachian Folk Tales")
(prefers to travel in North and North Central Alabama only)
(205) 387-9369 (Jasper area)

Carol Reese (Storyteller)
6 Woodhill Road
Birmingham, AL 35213
(205) 879-6744



Cheri Henley (Storyteller/Dramatist/Comic Opera)
140 Drennen Park Circle
Blount Springs, AL 35079
(205) 590-0952

Children's Dance Foundation (Creative Movement)
Charla Cochrane
2828 19th St. S
Birmingham, AL 35209
(205) 870-0073 or (205) 870-1301
cdf@mindspring.com
www.mindsprin.com/~cdf/home.htm

Chris Frings (Magic)
633 Winwood Drive
Birmingham, AL 35226-2837
(205) 823-5044

Flat 3 Jazz Trio (Jazz Music Fun)
Steve Lewis
2830 10th Court South Apt. A2
Birmingham, AL 35205
(205) 939-3864

Jim Aycock (Musician/Guitar)
P.O. Box 55851
Birmingham, AL 35255-5851
(205) 833-3996
www.jimaycock.com

Karen Zweifel (Storyteller)
1512 13th Street South
Birmingham, AL 35205
(205) 251-0806 or (205) 862-0806
ksweifel@pipeline.com

Kristie McCain (Storyteller and Creative Movement)
Birmingham area
(205) 647-4794

The Magic Man (Magic)
Larry Moore
97 Jones Avenue
Hugeytown, AL 35023

The McWane Center ("Science on a Roll")
Fran Walker
200 Nineteenth Street North
Birmingham, AL 35203
(205) 558-2000 or (205) 714-8332

Mad Science of Greater Birmingham (Science Show)
Mary Creekmore (see also under Central Alabama)
(205) 823-1145
madscigb@bellsouth.net

The Magic Man (Magic)
Jack Baldwin
(will only perform in North Central Alabama)
(205) 221-2872 (Jasper area)

Michael Baker (Magician)
2711 6th Street NE
Birmingham, AL 35215
(205) 854-9193
alabamamagic@aol.com or **themagiccompany@aol.com**

Mystery Madness (Solve-the-Crime Program)
Anna Giattina
Birmingham area
(205) 879-6117

Skin and Bones (Comedy Circus)
8616 County Road 26
Ragland, AL 35131
(205) 472-2708

Southern Museum of Flight (Traveling Airplane Program)
Deborah Stone
Birmingham area
(205) 833-8226

Tater's Traveling Balloon Circus (Balloon Art)
3813 5th Avenue South
Birmingham, AL 36535
(205) 592-4504

CENTRAL ALABAMA
(Pickens, Tuscaloosa, Bibb, Shelby, Talledega, Clay, Randolph, Sumter, Greene, Hale, Perry, Chilton, Coosa, Tallapoosa, Chambers)

Alabama Blues Project
Debbie Bond or Michael McCracken
2620 2nd Street E.
Tuscaloosa, AL
(205) 554-1792 or (205) 554-1915
commonbond@aol.com
www.alabamablues.org

Klowns A'Bound
Cynthia Mowl
1132 Henry Drive
Alabaster, AL 35007
(205) 620-9011

Mad Science (Science Show)
Thomas or Mary Creekmore
130 River Run Road
Childersburg, AL 35044
1-888-338-8246
www.madscience.org

LOWER CENTRAL ALABAMA
(Choctaw, Marengo, Dallas, Autauga, Elmore, Macon, Leee, Wilcox, Lowndes, Montgomery, Bullock, Russell)

Dave Potts (musician/vocalist)
P.O. Box 3462
Auburn, AL 36831-3462
(334) 502-3942
dave@davepotts.com
www.davepotts.com

Dynamite Magic and Balloons
Gary Ledbetter
3405 Atlanta Highway
Montgomery, AL 36109
(334) 270-1234

Marty Hoerr (Multicultural Storytelling, Music, and Dancee)
2033 Hummingbird Lane
Auburn, AL 36830
(334) 887-5618

John Milligan (Storyteller)
3105 Pelzer Avenue
Montgomery, AL 36109
(334) 277-9295

Professor Funnybones
2115 Plum Street
Montgomery, AL 36107
(334) 834-6910

Walk-About Puppets (Puppetry and Clowning)
Bob and Ashley Parsons
1609 Leo Lane
Opelika, AL 36801
(334) 737-1599
Robert@walkaboutpuppets.com
www.walkaboutpuppets.com

SOUTH ALABAMA
(Washington, Clarke, Monroe, Conecuh, Butler, Crenshavw, Pike, Barbour, Mobile, Baldwin, Escambia, Covington, Coffee, Dale, Geneva, Henry, Houston)

Entertainment Management Services (Jugglers, Magiciaans, Clowns)
Joy Turner
Mobile-Baldwin County area

Jerry Daniels (Musician)
(334) 626-1274

Alabama Country Blues
P.O. Box 1453
Monroeville, AL 36461
(334) 575-7433

PNC Puppets
David Stephens
12889 Co. Road 26
Foley, AL 36535
(251) 965-7938
theboomerangs@hotmail.com

OUT OF STATE PRESENTERS
Anne C. Dalton (Storyteller/Historical Re-enactor)
P.O. Box 3656
Panama City, FL 32401-0656
(850) 873-7239 or FAX (850) 785-5543
Adalton111@aol.com

The Fairytaler (Interactive storyteller)
Pauline Fancuf
3600 Pacers Place
Suffolk, VA 23435
(757) 638-3500
Fairytlr@aol.com
www.fairytaler.com or **www.fairytaler.8m.com**

Johnette Dowling (Music for Children)
623 Adams Street
New Orleans, LA 70118
(504) 861-2682
www.zymondo.com/music/johnette

Lisa Baldwin (Storyteller – "Learning through song")
911 S. Minton Road
Wilkesboro, NC 28697
(336) 973-2478 (phone and FAX)
baldwinhaney@wilkes.net

Mark Stewart (Storyteller)
P.O. Box 128
Arrington, TN 37014-0128
(615) 395-4445 or FAX (615)591-1781

Pat Gay (Storyteller)
115 Alford Street
LaGrange, GA 30240
706-884-3569 (H) or 706-882-7784 (W)
pgay@thclibrary.net

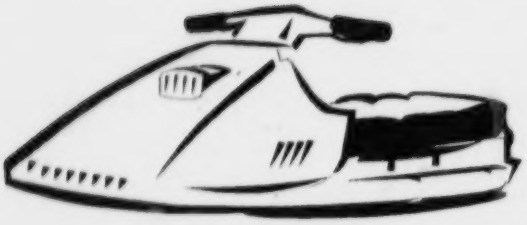
Ouite a Catch (Juggler)
Contact: Ron Anglin
560 Sunny Land Drive
Thomaston, GA
(706) 647-9705
quiteacatch@alltel.net

OTHER CONTACTS

Alabama Rivers Alliance
From Paint Rock to Perdido look at the following web site to find a contact person for a river close to your location.
http://www.alabamarivers.org/dirlmnop.htm

U.S. Fish and Wildlife Service
The following web site lists the offices and their contact information for Alabama.
http://offices.fws.gov/directory/ListOffices.cfm
For general information: **http://www.fws.gov/**

CLIP ART



Tsunami Summer!

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Tsunami Summer!

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KEY TO GAMES

Scuba Diver's Biggest Fear

Crypto Code

G	E	T	T	I	N	G		T	H	E		B	E	N	D	S
I	G	V	V	K	P	I		V	J	G		D	G	P	F	U

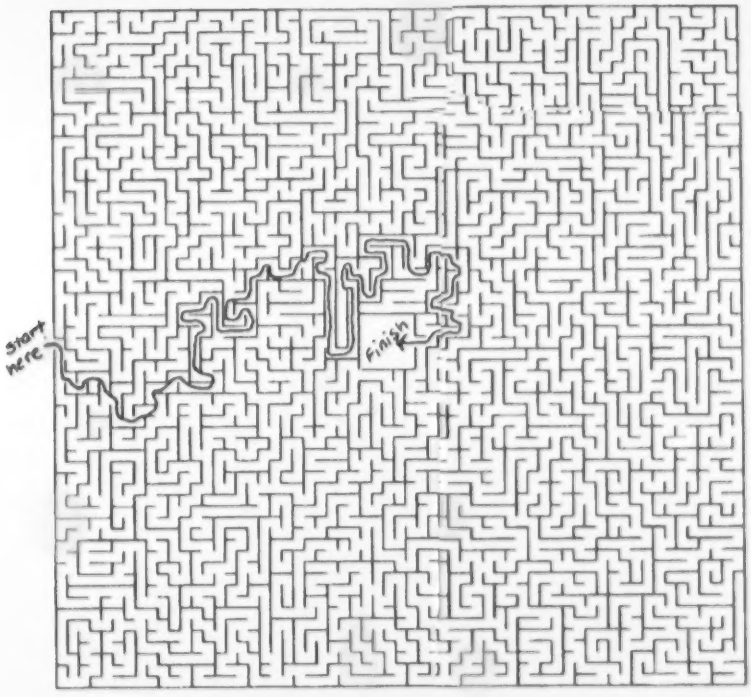
This Crypto Alphabet is easy to decipher. Each letter is representative of the letter in the American alphabet that comes two letters before. So C = A and Y = W and A = Y.

CDEFGHIJKLMNOPQRSTUVWXYZAB = ABCDEFGHIJKLMNOPQRSTUVWXYZ

What does this spell in the Nautical Alphabet (Flag Code)?

F L A G S

Danger on the High Seas Maze



Extreme Water Sportts Word Find

P	D	N	S	Q	M	E	J	S	N	W	V	U	Q	Q
F	Z	I	F	A	R	O	N	B	E	I	C	J	T	D
U	R	A	V	O	I	O	L	T	Y	O	K	W	S	U
Z	A	U	R	E	R	L	S	A	Q	D	G	H	U	D
H	U	I	S	K	M	U	I	K	L	G	N	I	N	J
K	K	G	L	E	I	A	S	N	N	S	I	T	A	Q
S	G	I	A	T	T	R	S	I	G	B	D	E	M	G
K	N	U	H	K	X	I	V	T	V	X	R	W	I	L
G	K	O	L	H	M	I	K	A	E	V	A	A	C	I
L	A	E	L	I	D	P	M	H	L	R	O	T	O	A
A	Y	L	L	A	F	E	E	R	F	A	B	E	S	S
P	A	P	B	I	K	S	T	E	J	N	F	R	V	A
U	K	U	V	W	A	K	E	B	O	A	R	D	E	R
P	C	R	I	A	V	T	B	L	Y	F	U	H	Y	A
S	R	A	F	T	I	N	G	D	V	Y	S	N	V	P

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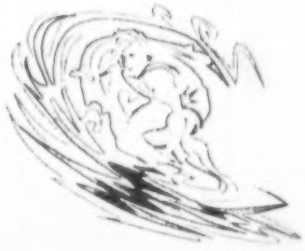

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